



Game Design Addendum
Version 1.0 - Last updated 09/14/10

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1. Introduction

The purpose of this document is to explain a few specific systems in the game that are in discussion, outside of the context of the full GDD. Once these elements are settled upon between WayForward, THQ, and Nick, they will be integrated into the main GDD.

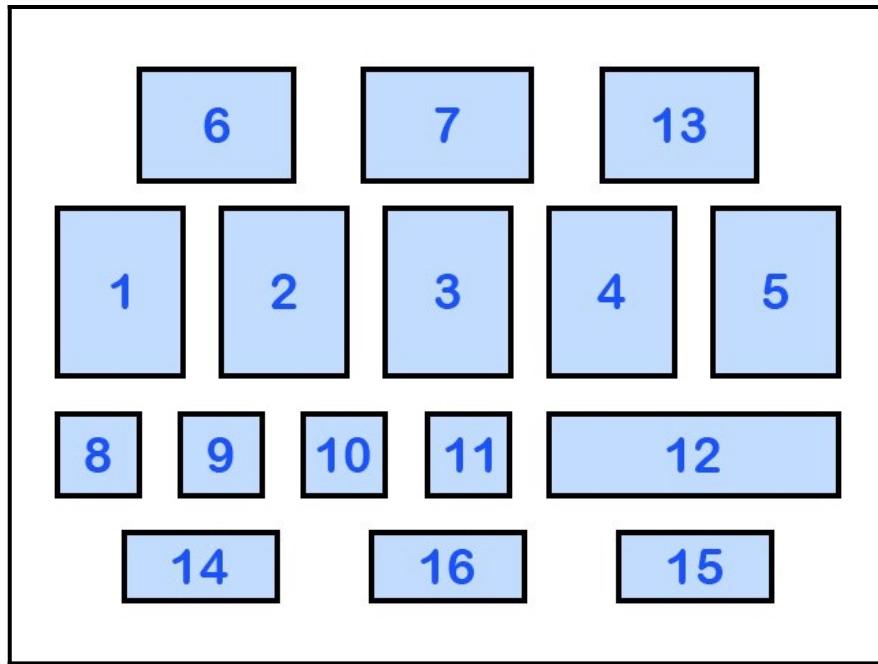
2. Patchy's Art Gallery

The proposed 'wrapper' for the game is Patchy the Pirate. All cinematics in the game would be live-action sequences featuring Patchy the Pirate in his Encino, CA home, with a major focus on his art gallery. As in the TV show, any SpongeBob characters that appear in these sequences take the form of inanimate, real-world objects (i.e. a real sponge, starfish, etc.)

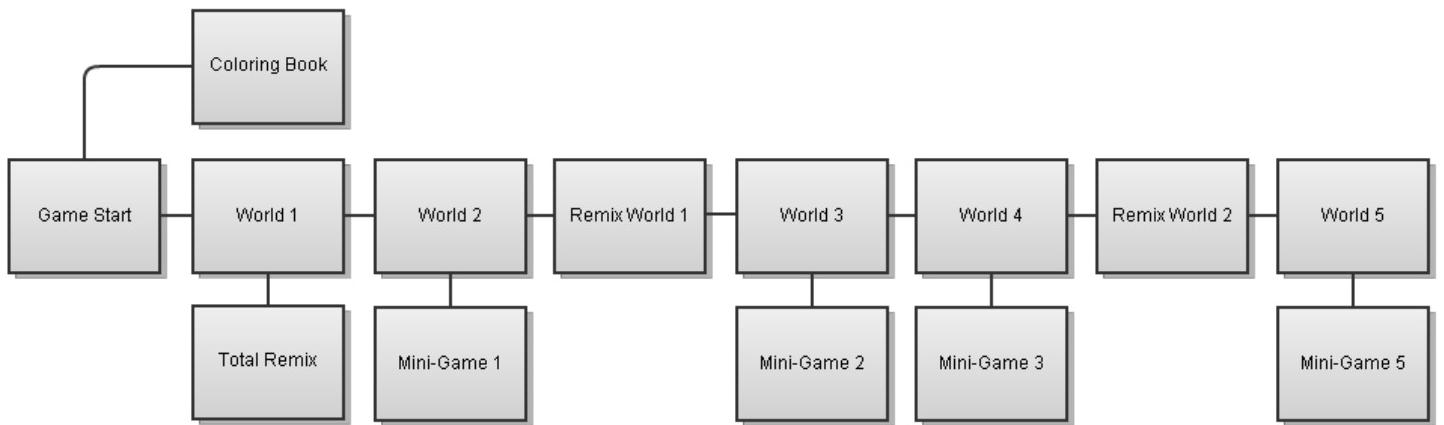
Patchy's Art Gallery acts as the game's HUB, where all worlds and modes are accessed by the player. This is a single-screen illustration of the art gallery's wall, with picture frames hanging from it. See below for a list of picture frames that appear on this screen, when they appear, and when they are accessible.

Frame number	Accesses	Appears after	Accessible after
1	World 1	Game start	Game start
2	World 2	Game start	Completing world 1
3	World 3	Game start	Completing remix world 1
4	World 4	Game start	Completing world 3
5	World 5	Game start	Completing remix world 2
6	Remix World 1	Completing world 2	Completing world 2
7	Remix World 2	Completing world 4	Completing world 4
8	Mini-Game 1	Completing world 2	Completing world 2
9	Mini-Game 2	Completing world 3	Completing world 3
10	Mini-Game 3	Completing world 4	Completing world 4
11	Mini-Game 4	Completing world 5	Completing world 5
12	Total Remix	Completing world 1	Completing world 1
13	Coloring Book	Game Start	Game Start
14	Tutorial	Game start	Game start
15	Options	Game start	Game start
16	Cinema Replay	Game start	Game start

See below for a planned layout of these frames in the art gallery. The number in each frame coordinates to those in the above table (first column).



Below is a flow chart showing how the various modes unlock one another (starting at the left):



3. Art Styles

Following are the planned art styles for this game (10 total), organized by where each is used:

Location	Art Style
World 1 (Patrick)	Punk
World 2 (SpongeBob)	8-Bit
World 3 (Squidward)	B-Movie
World 4 (Sandy)	Comic Book
World 5 (Mr. Krabs)	Sketch Bob
Unlockable mini-games	Sponge Babies
Remix world 1	Simply Bob
Remix world 2	Bob Squared
3DS-specific micro-games	Icon
Coloring Book	Standard SpongeBob

All remaining menus and interfaces will be in the standard SpongeBob art style.

All cinematics will be shot in live action, featuring Patchy the Pirate.

4. Complete Contents

The currently-planned contents list for the game is:

- **Five (5) main micro-game worlds (About 17 games each, 86 total)**
- **Two (2) remix worlds (7 games each, plus remixed versions of previous games)**
- **Four (4) unlockable mini-games**
- **Five (5) 3DS-exclusive micro-games**
- **Endless replay mode of each individual micro-game**
- **Coloring book mode**
- **Tutorial walkthrough**
- **Options menu**

So between all modes, the current goal is to develop approximately 109 micro-games, in addition to the coloring book.